

## ABSTRACT OF THE DISCLOSURE

First, the coordinate position on a game screen of each point is calculated (S501). Then, a path which  
5 circulates through the coordinate positions (or their vicinities) of all the points is obtained (S502). A line segment is drawn to extend from the barycentric position of the points in a direction corresponding to an input direction, and the coordinate position of the  
10 intersection point of the obtained line segment and the path is calculated as a position on the path through which a cursor passes (S503). Finally, the image of the cursor is moved to the calculated intersection point coordinate position and is displayed (S504).

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